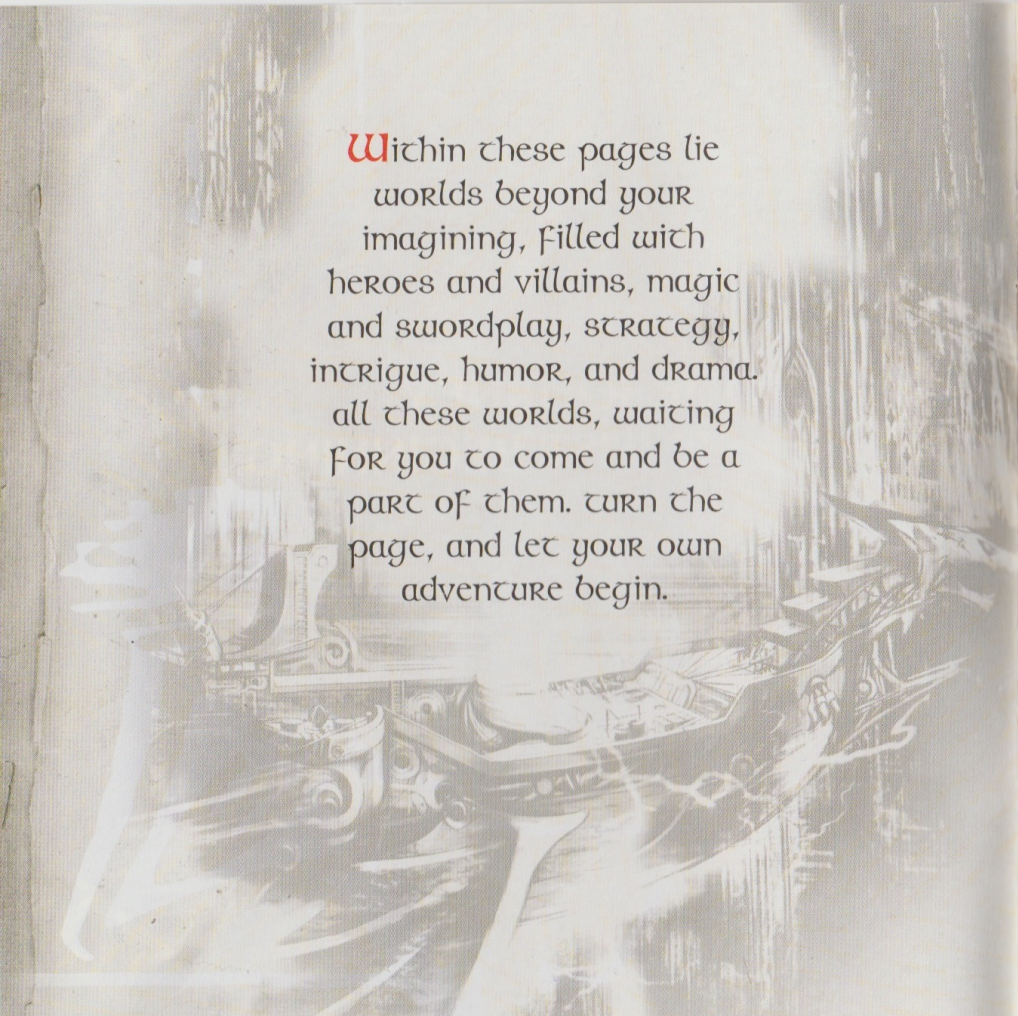


YOUR JOURNEY
IS JUST BEGINNING...

T-AGS/AGB-USA



Within these pages lie worlds beyond your imagining, filled with heroes and villains, magic and swordplay, strategy, intrigue, humor, and drama. All these worlds, waiting for you to come and be a part of them. Turn the page, and let your own adventure begin.

Contents

Fire Emblem....4

Sword of Mana....8

Final Fantasy Tactics Advance....10

Golden Sun: The Lost Age....12

Advance Wars 2....14

Mario & Luigi....16

Legend of Zelda: A Link to the Past....18

EXCLUSIVE PASSWORDS!

Look for the data box in the lower-right corner of each game's preview to find a special password available only in this booklet. Use the password online at www.gameboy.com to get hot tips and in-depth strategies for each of these featured epic adventures.



The blazing sword
shall find its master.

From the ashes of The Scouring, the ferocious war that drove dragons from the world, mankind has rebuilt and spread its dominion across the continent of Elibe. A millennium has passed since the great war, and once again, the continent is in turmoil. The drums of war are beating. Noble houses plot treason, and allies become enemies. Behind it all, a mysterious figure hungers for the might of dragons.

What started simply as a quest to find his father quickly grows more involving as young Eliwood struggles to prevent a fearsome power from scorching the earth black.



IMPROVE YOUR SOLDIERS



- Knights like Wallace are well defended against foes, and their plate armor guards them from all but the sharpest blades. However, with certain items, you can make units like the knight even more powerful.



- Use the Knight Crest to transform Wallace into a general, a knight whose strengths far surpass those of the standard man-at-arms.



- Certain weapons are uniquely suited to dispatching certain enemies. The Armorslayer's blade is so sharp that it can cut down the most well-protected foe.

- Airborne warriors such as this Pegasus knight sweep down on their foes swiftly, flying over most obstacles to charge into combat. However, because they fly, they gain no defensive benefit from the terrain below them.



KNOW YOUR FOE



- Each weapon has a strength and a weakness. Swords are ideal when you're fighting an axe wielder, but they're a poor choice against a mounted warrior armed with a lance.
- Some weapons reverse the strengths and weaknesses, robbing foes of their advantage. If you're wielding a Lance, you'll make short work of any spear fighter you face, whether he's on horseback or on foot!

AVAILABLE FALL '03
PLAYERS 1-2
PASSWORD FEGBA

RATING PENDING
RP
Visit www.esrb.org
or call 1-800-771-3772
for more ratings
information.

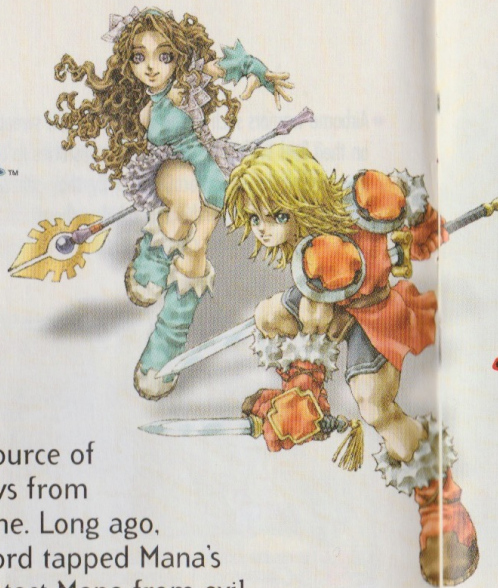


SWORD of MANA™

clash swords with an empire, and defend the mana tree!

Legends tell of an ancient tree, the source of all life...the Mana Tree. Its power flows from the goddess Mana and bears her name. Long ago, in a time of darkness, a mighty warlord tapped Mana's power to dominate the world. To protect Mana from evil, a woman transformed herself into the Mana Tree and bound its power within herself.

Now, an evil empire seeks to exploit the Mana Tree, and a gladiator escaped from its slave pits must fight to end its plans for conquest. With the help of a young girl from the Mana tribe, he must find the tree of legend and protect it from the schemes of the dark lord.



- Some of the bosses are well protected against certain weapons. Use the Ring Command system to cycle through your weapons, and discover the most effective way to confront your enemy.



- With every successful swing, you will fill your power bar. Once your power bar is full, your attacks will be more powerful, but take care not to get hit, or you'll lose the advantage!



- With cooperative play (using the Nintendo Game Boy Advance Game Link cable), you and a friend can team up and make short work of even the toughest foe.

AVAILABLE	FALL '03
PLAYERS	1-2
PASSWORD	SOMGBA

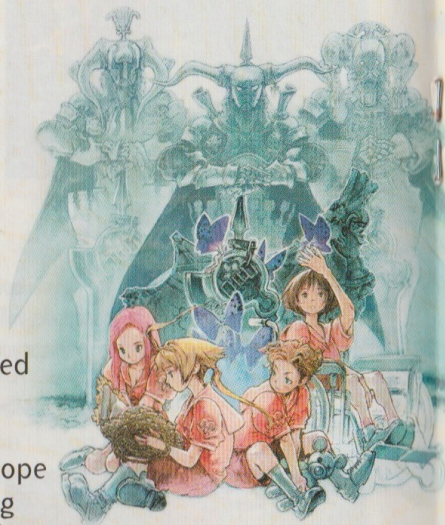


FINAL FANTASY TACTICS ADVANCE

the fate of Ivalice
is in your hands.

When Marche and his friends open an ancient magical tome, their small town is transformed into a fantasy-filled kingdom known as Ivalice. Now, Marche must take up the sword and master the arts of war if he has any hope of returning home. His quest will bring him face to face with his old friends from the real world. Ivalice has given each of them something they can never find in the real world. Changing the world back means destroying the fantasies of his friends. Can he bring himself to destroy their happiness to save his world?

It's up to you to restore his hometown to normal...
but do you even want to?



- Certain spells have a broad area that they effect. Check the spell's effect radius, and target your spell so that you can hit the most enemies. Sometimes, that even means not centering your spell on anyone!



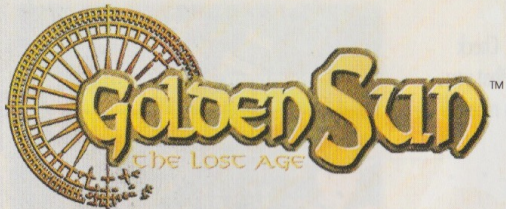
- Check the height of your terrain. You can gain a serious advantage over your foe by claiming the high ground.

AVAILABLE	NOW
PLAYERS	1-2
PASSWORD	FFTAGBA



- Know your laws! If you don't check the laws before every battle, you could find yourself ill prepared for the fight ahead. After all, what good is a black mage when you can't use magic!





after an age of darkness,
the golden sun is rising...

Four elemental lighthouses seal the power of Alchemy away from the world of Weyard. Four elemental stars—gems filled with the energy of earth, fire, water, and air—are the key to unleashing the Alchemy across the land. These gems were sealed away within Mt. Aleph to prevent anyone from abusing this power. Now, you have to light the lighthouse beacons and restore Alchemy to Weyard before the world collapses into ruin.

However, not everyone understands how dire your mission is, and your own friends are racing after you in hot pursuit, determined to stop you. Can you fulfill your quest? Do you have the courage to fight your own friends to save your world?



- Collect elements like Orihalcon, and take them to the blacksmith near Taopo. He will forge these elements into powerful weapons like Excalibur, which can unleash the power of Legend upon your foes!

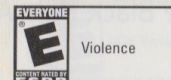


- The lost continent of Lemuria is within your reach. It lies hidden within the Sea of Time. You'll have to pay close attention to the songs of the children in Yallam to reach the ancient city.



- When your party grows to eight members, you can customize your battle party to suit each fight. If you are fighting a water-based monster, two Fire Adepts in your party will make short work of it!

AVAILABLE	NOW
PLAYERS	1-2
PASSWORD	GSTLAGBA

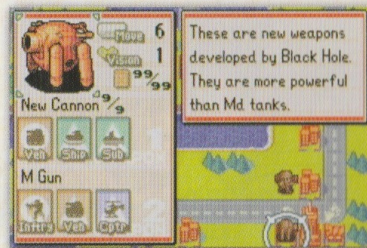


ADVANCE WARS 2

BLACK HOLE RISING

The black hole army has some friends who want to meet you!

Just when you thought you'd seen the last of them, the Black Hole Army has come slithering back into Cosmo Land. Their sinister leader, Sturm, has infiltrated the hearts of your homelands, and he's got an ingenious plan to fund his new army. He's run a massive pipeline from his base of operations into all the continents of Wars World, and he's draining your resources to fuel his war machines! He's dispatched his new COs, Adder, Lash, Flak, and Hawke, to crush the armies of Orange Star, Yellow Comet, Blue Moon, and Green Earth. It's up to you to unite the armies of Wars World and guide them into their final confrontation with the forces of the Black Hole Army.

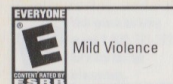


AVAILABLE	NOW
PLAYERS	1-2
PASSWORD	AW2GBA

- New, massive neotanks provide your armies with insane firepower. These juggernauts of destruction plow through any opposition, but you can't build them until you discover the blueprints.

- Using the indestructible new pipeline, you can create maps that force a conflict right where you want, resulting in even more climactic multiplayer battles!

- Silos fire a single missile anywhere on the map, but they are neutral properties. If you hope to claim the advantage, you'll waste no time in rushing your foot soldiers onto the silo.



mario & luigi™

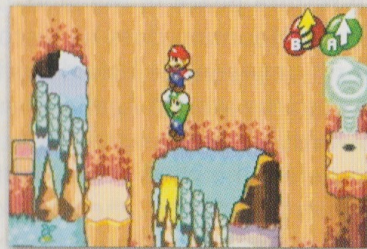
a strange new land awaits,
as mario and luigi team up
for a hilarious new quest!

An evil witch named Cackletta has stolen Princess Peach's voice, replacing her fair speech with explosives and setting a vile plan in motion! As chaos breaks out in the Mushroom Kingdom, Mario and Luigi follow the witch to the neighboring Beanbean Kingdom, learning new moves and combining their brotherly might to fight off enemies as they venture toward the kingdom's castle. With the involved story, puzzle solving, and experience system of a classic role-playing game, the jumping challenges of a platformer, and an all-new, reflex-testing battle system, this game is an experience like no other.



- Mario and Luigi can use teamwork while battling as well! You'll learn many moves that require two Bros. to pull off. Time your button presses correctly, and you'll dole out tons more damage!

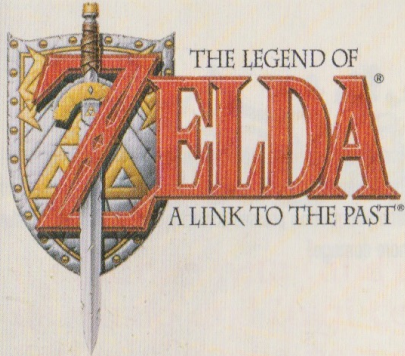
- To survive against Cackletta's minions, you must master a highly interactive battle system. While fighting, watch each enemy's moves carefully and use perfect timing to dodge and counterattack.



- A unique simultaneous control setup lets you control each brother separately or team them up for super-moves like the Spin Jump and Luigi Dunk. Use them wisely to cross terrain and solve puzzles!

AVAILABLE	FALL '03
PLAYERS	1-2
PASSWORD	MALSS





Includes new
multiplayer adventure
Four Swords



the legend begins anew...
and a new multiplayer
adventure is born!

In A Link to the Past, Link answers a telepathic cry for help from Zelda and finds himself traveling throughout the Hyrule to restore peace to the land. Only when he climbs to the top of Death Mountain does he discover that he must travel back and forth between the linked worlds of Dark and Light to finally banish the wizard Agahnim and his master, Ganon. In Four Swords, up to four players must brave dangerous dungeons to defeat the wind mage, Vaati. Their strength will be tested by fierce monsters, their wisdom tested by complex puzzles, and their cooperation skills tested by difficult obstacles.

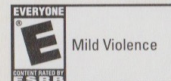
- In A Link to the Past, you'll need to talk to many people and creatures to complete your quest. You must also fight enemies, find items and weapons, and fight your way through dangerous and complex dungeons.




AVAILABLE	NOW
PLAYERS	1-2
PASSWORD	TLOZALTPGBA



- As you travel back and forth between the worlds, you'll uncover mysterious connections between the two. As you do, you'll wield your sword, throw bombs, dash through danger, and use a host of magical items!
- In Four Swords, players will face puzzles that require the cooperation of two or more players to solve, but everyone will also be competing for Rupees. It's a unique blend of cooperation and backstabbing!





Nintendo

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